



## Minbari Tokra Class Scout Corvette

SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsr	Turn Cost: 2/3 x Speed	Fwd/Aft Defense: 14
In Service: 2259	Turn Delay: 2/3 Speed	Stb/Port Defense: 16
Point Value:	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 3/1
Ramming Factor:	Pivot Cost: 3+3 Thrust	Extra Power: 0
Jump Delay: 12 Turns	Roll Cost: 3+3 Thrust	Initiative Bonus: +7
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 2 2 3 4 4 5 6 6 7 8 8	
Turn Delay	1 2 2 3 4 4 5 6 6 7 8 8	



WEAPON DATA
Fusion Cannon Class: Molecular Mode: Standard Damage: 1d10+9 Range Penalty: -1 per hex Fire Control: +3/+3/+4 Intercept Rating: -2 Rate of Fire: 1 per turn
Electro-Pulse Gun Class: Electromagnetic Effect: Forces dropout Range Penalty: -3 per hex Fire Control: -/-/+3 Intercept Rating: n/a Rate of Fire: 1 per 2 turns
Shock Cannon Class: Electromagnetic Mode: Standard Damage: 1d10+4 Range Penalty: -1 per hex Fire Control: +3/+3/+3 Intercept Rating: n/a Rate of Fire: 1 per 2 turns Special: Ignores armorDivide structure damage by 4, and apply as a negative power modifier thereafter fighters automatically drop out.

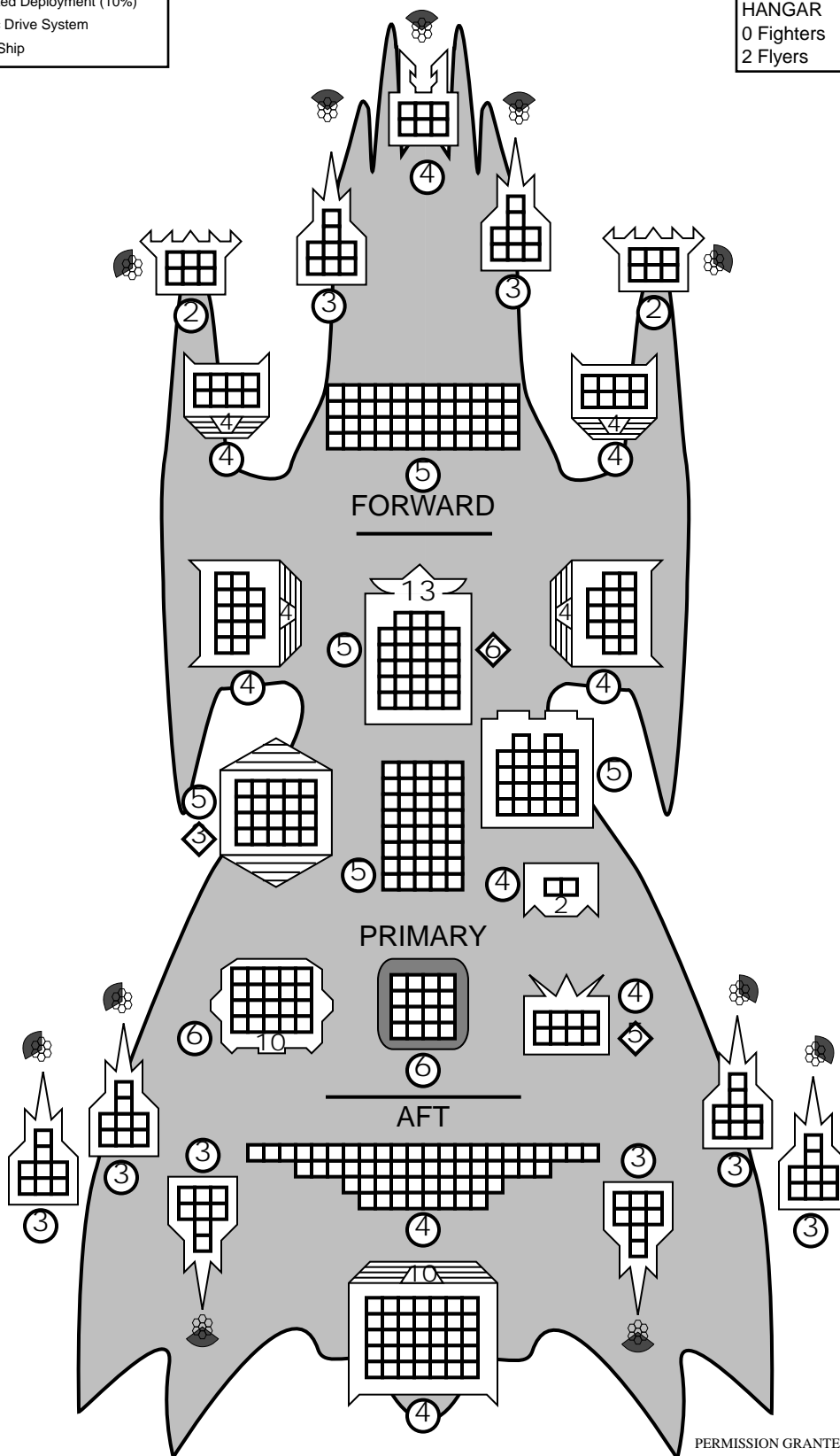
FORWARD HITS
1-3:Retro Thrust
4-5:Shock Cannon
6-8:Fusion Cannon
9-10EP Gun
11-18:Forward Struct
19-20:PRIMARY Hit
AFT HITS
1-6:Main Thrust
7-11:Fusion Cannon
12-18:Aft Struct
19-20:PRIMARY Hit
PRIMARY HITS
1-7:Primary Struct
8-9:Port/Stb Thrust
10:Jump Engine
11-12:Jammer
13-14:Sensors
15-16:Engine
17:Hangar
18-19:Reactor
20:C & C

SPECIAL NOTES
Restricted Deployment (10%)
Gravitic Drive System
ELINT Ship

HANGAR  
0 Fighters  
2 Flyers

SENSOR DATA
Defensive EW
Target #1
Target #2
Target #3
Target #4
Target #5
Target #6

ICON RECOGNITION
Thruster
C & C
Sensors
Engine
Jump Engine
Reactor
Hangar
Shock Cannon
Fusion Cannon
EP Gun
Jammer



COMBAT FLYERS
Cost: 70    Defense: 9/7
Thrust: 10    Offense: +4
Armor: 1    Initiative: +10
Two Light Fusion Cannons:
Rate of Fire: 1 per turn
Range Penalty: -2 per hex
Damage: 1d6+4 per gun
Firing Arcs: #1 #2